ANDY CAPP



It's Monday morning and you're in a flat spin. Flo's demanding your dole cheque. She'll be off to her mother's if she doesn't get it soon. And who'll do the washing-up then?

You'll need every ounce of your northern wile and charm to raise the cash to survive, one way or another. Maybe you can extract a quid or two from your friends? Or try your luck on the horses? But whatever you do, steer clear of the rentman and the local copper – they're both after you with a vengeance!

Watch your favourite cartoon characters come alive as you duck and dive, dodge and weave your way through a week in the life of Andy Capp.

LOADING

Spectrum 48K: Load"" and press ENTER
Spectrum 128K/Plus 2: Select TAPE LOADER and press ENTER
Spectrum Plus 3: Select LOADER and press ENTER
Commodore 64/128 tape: Press SHIFT + RUN/STOP
Commodore 64/128 disk: Type LOAD"*", 8, 1
Amstrad CPC tape: Press CONTROL and small ENTER
Amstrad CPC disk: Type RUN"

KEYBOARD CONTROLS (all formats)

Left:	O
Right:	P
Up:	Q
Down:	A
Fire:	Space

JOYSTICK CONTROLS

Normal joystick movements apply.
Compatible Spectrum joysticks: Interface 2, Kempston, Cursor

PLAYING THE GAME

To move Andy around the town, use left and right movement controls. Actions are performed using the four icons at the bottom of the screen. These are accessed by pressing FIRE, highlighting the appropriate icon using the left and right controls, then pressing FIRE again.



From left to right, the four icons are:

WALLET For moving money in and out of your pocket and for buying items when possible.

SPEAK For general conversation and questioning characters during the game.

FIGHT Sometimes getting into a scrap is the only way to get yourself out of a sticky situation.

ACTION For examining and using objects and displaying the game options.

Choose from the game options by moving the highlight up and down, then pressing FIRE.

You can blow kisses at characters by using the down control – they'll be so stunned, they'll stop dead in their tracks and you can make your getaway.

To turn a corner or enter a building, turn to face it and press up.

To talk to or fight with a character, you must be touching them (unless they're static characters).

HINTS Keep your alcometer topped up – the necessary is available from you-know-where, but only during opening hours.

Steer clear of the policeman – you're on the wanted list.

If you fancy a flutter, remember you don't only get tips from inlay card.

If you get involved in a fight, watch you don't lose your wallet.

After all, if things get desperate, you could always get a job...

CREDITS

Andy Capp: The Computer Game was conceived, designed, and programmed by Blitter Animations. All characters are based on the original creations of Reg Smythe and are the property of Mirror Group Newspapers.